

FIG. 1

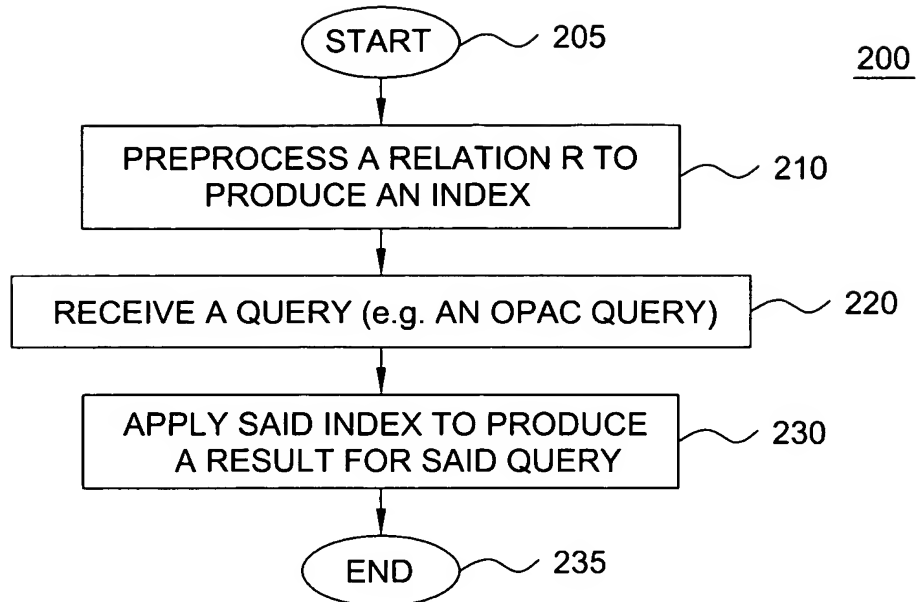


FIG. 2

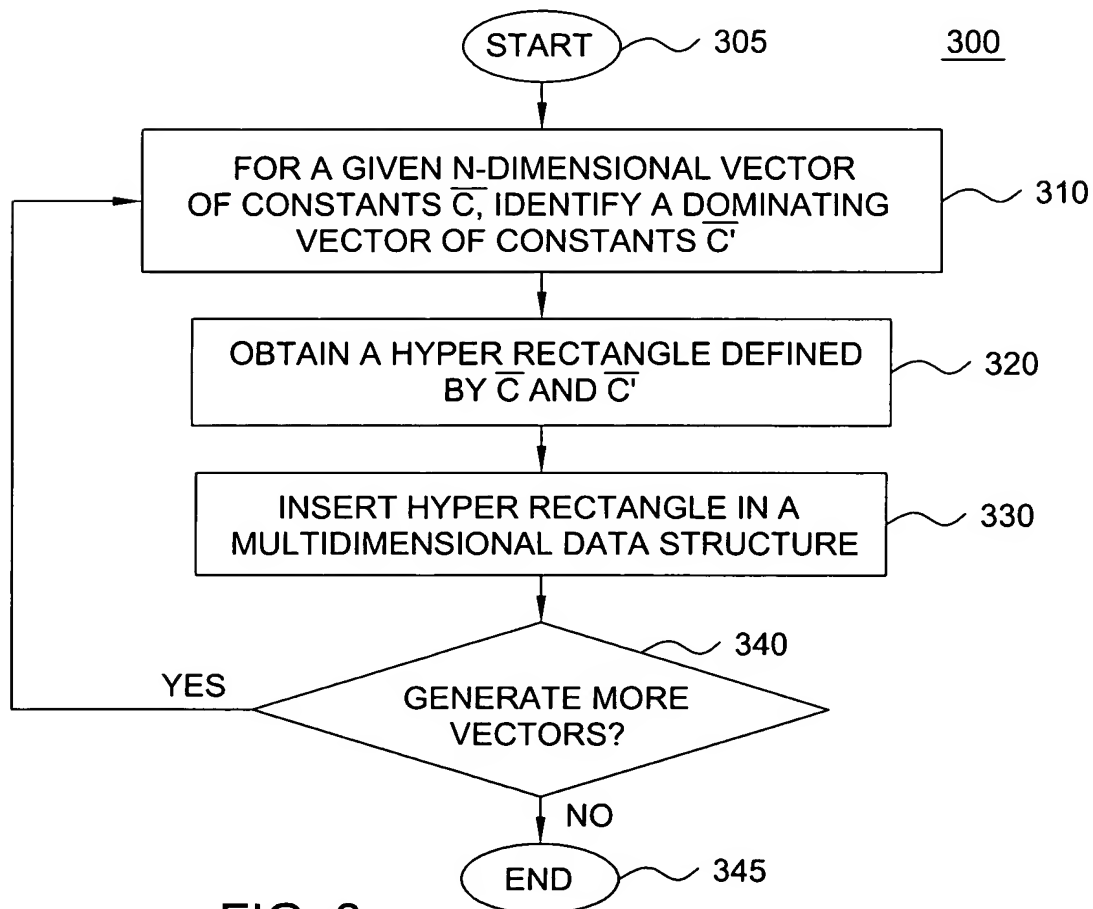


FIG. 3

Algorithm GeneratePartitions(ϵ, ϵ', D)

Initialize:

Q : Queue of multidimensional constraint vectors

\mathcal{R} : R-tree

s, c, c' : constraint vectors

each coordinate of s is initially set to be equal to D and, and s is added to Q

- (1) while Q not empty
- (2) $\bar{c} = \text{headof}(Q)$
- (3) $(r, \bar{C}, p, S) = \text{LocateSolution}(\bar{c})$
- (4) if there is no rectangle r' in the R-tree \mathcal{R} that contains rectangle r and r not NULL
- (5) Insert (r, p, \bar{C}, S) to the R-tree \mathcal{R} by storing (r, p, \bar{C}) in a leaf index entry and maintaining a pointer to the set of tuple identifiers in the solution S on disk
- (6) CreateFront(Q, r)
- (7) endif
- (8) end-while

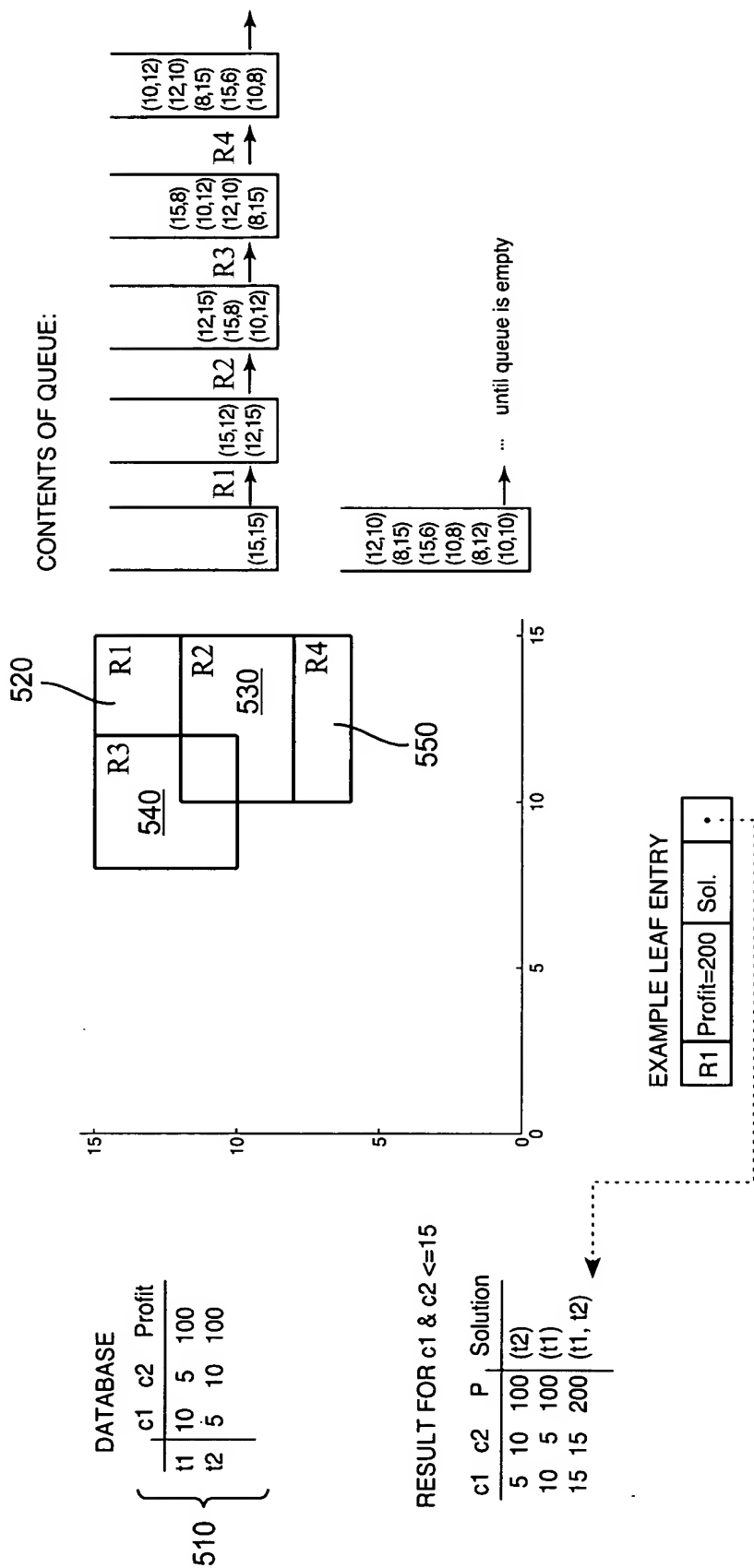
Algorithm LocateSolution(\bar{c})

Input: constant vector $\bar{c} = (c_1, \dots, c_n)$

Output: (r, \bar{C}, p, S)

- (1) $(p, S) = \text{MultiKnapsack}(\bar{c})$
- (2) if (S is NULL) return (NULL, NULL, 0, NULL)
- (3) for $i = 1$ to n
- (4) $c'_i = \frac{c_i}{1+\epsilon}$
- (5) $(p', S') = \text{MultiKnapsack}(\bar{c}')$
- (6) if (S' is NULL) return (NULL, NULL, 0, NULL)
- (7) if $((1 + \epsilon')p' > p)$
- (8) while $(p' \geq \frac{p}{1+\epsilon'})$
- (9) $\bar{c}_t = \bar{c}'; p_t = p'; S_t = S'$
- (10) for $i = 1$ to n
- (11) $c'_i = \frac{c'_i}{1+\epsilon'}$
- (12) $(p', S') = \text{MultiKnapsack}(\bar{c}')$
- (13) end-while
- (14) return (FormRect(\bar{c}_t, \bar{c}), \bar{c}_t, p_t, S_t)
- (15) else
- (16) return (FormRect(\bar{c}', \bar{c}), \bar{c}, p, S)

FIG. 4



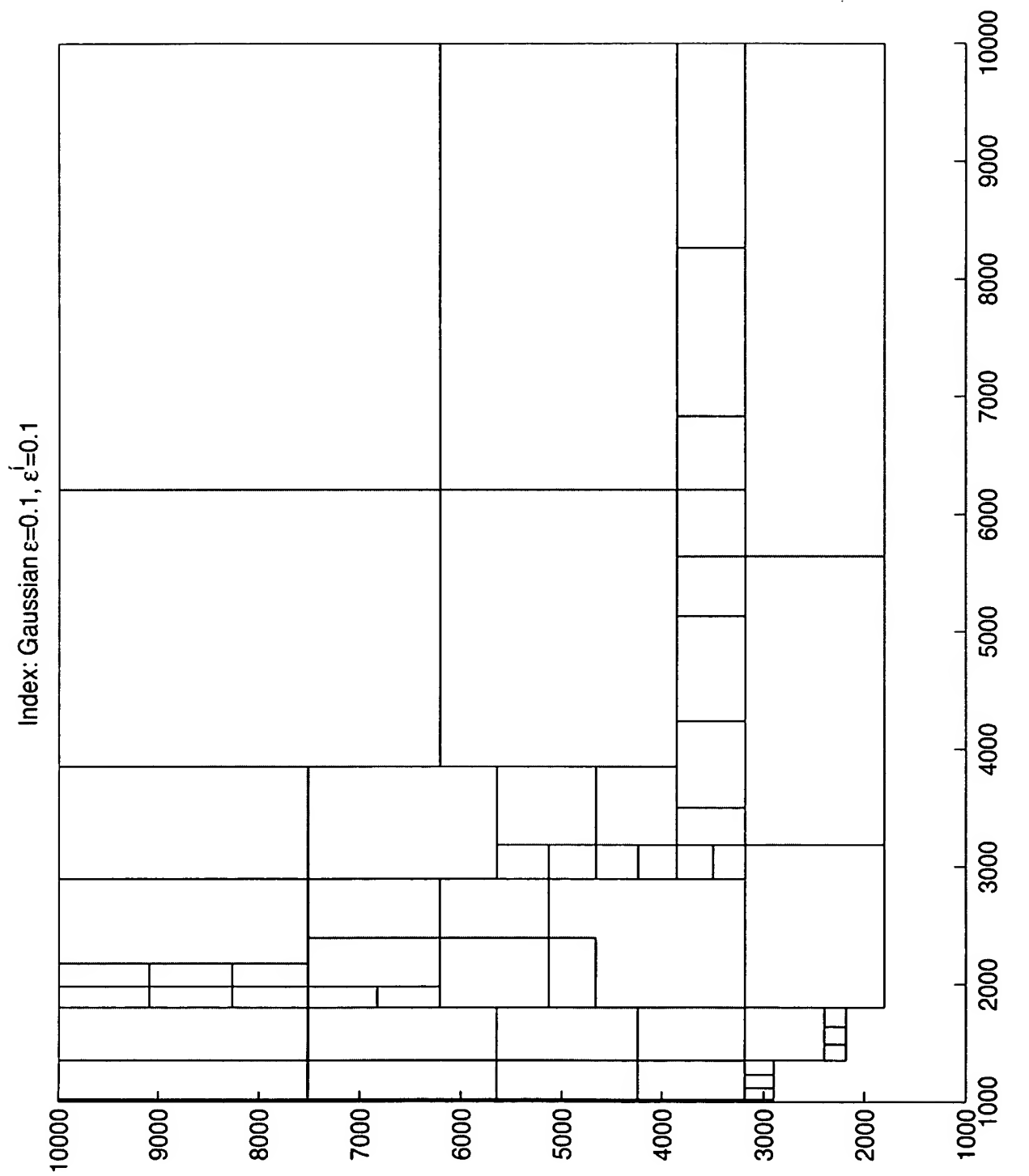


FIG. 6

FIG. 7

